

Figure 1

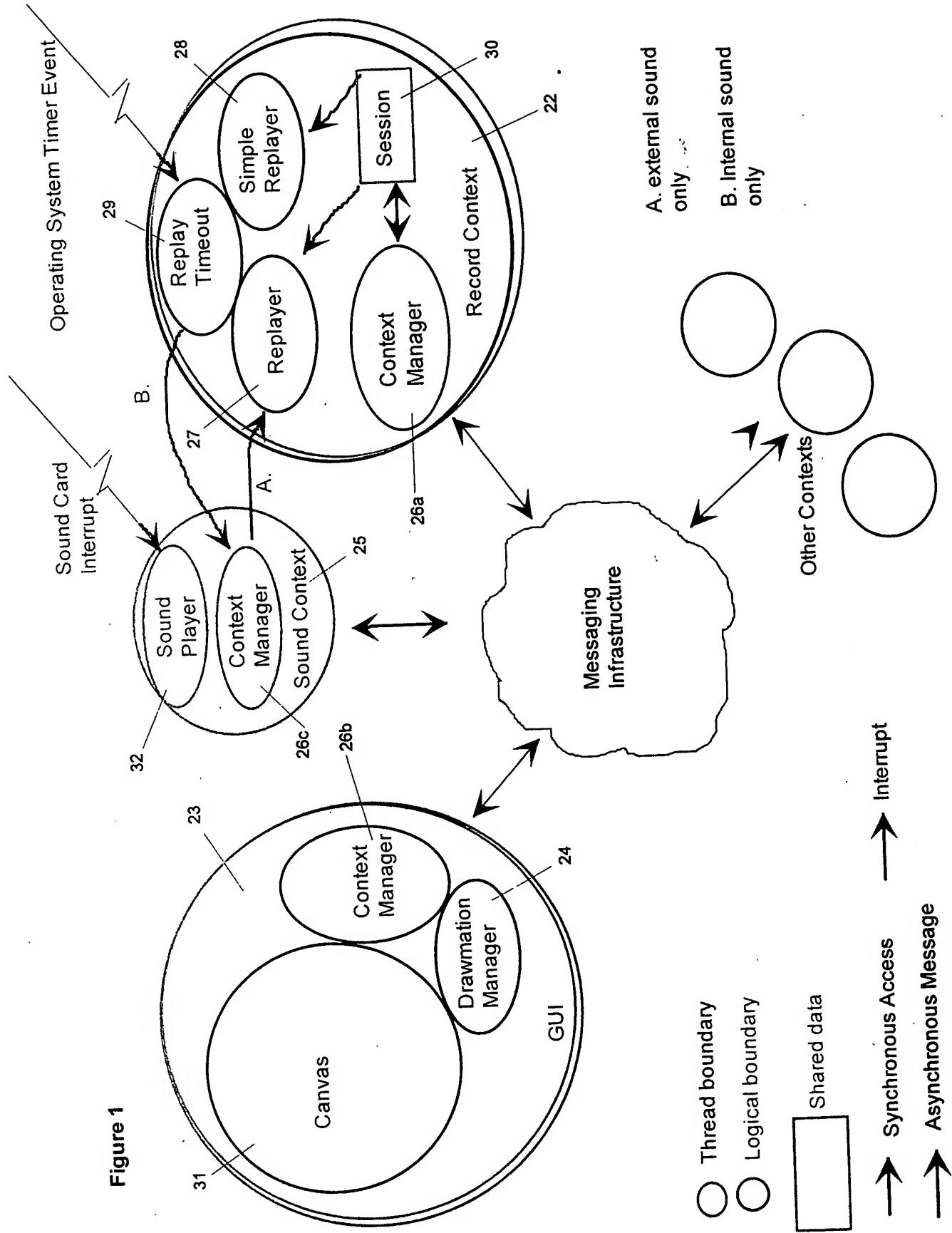
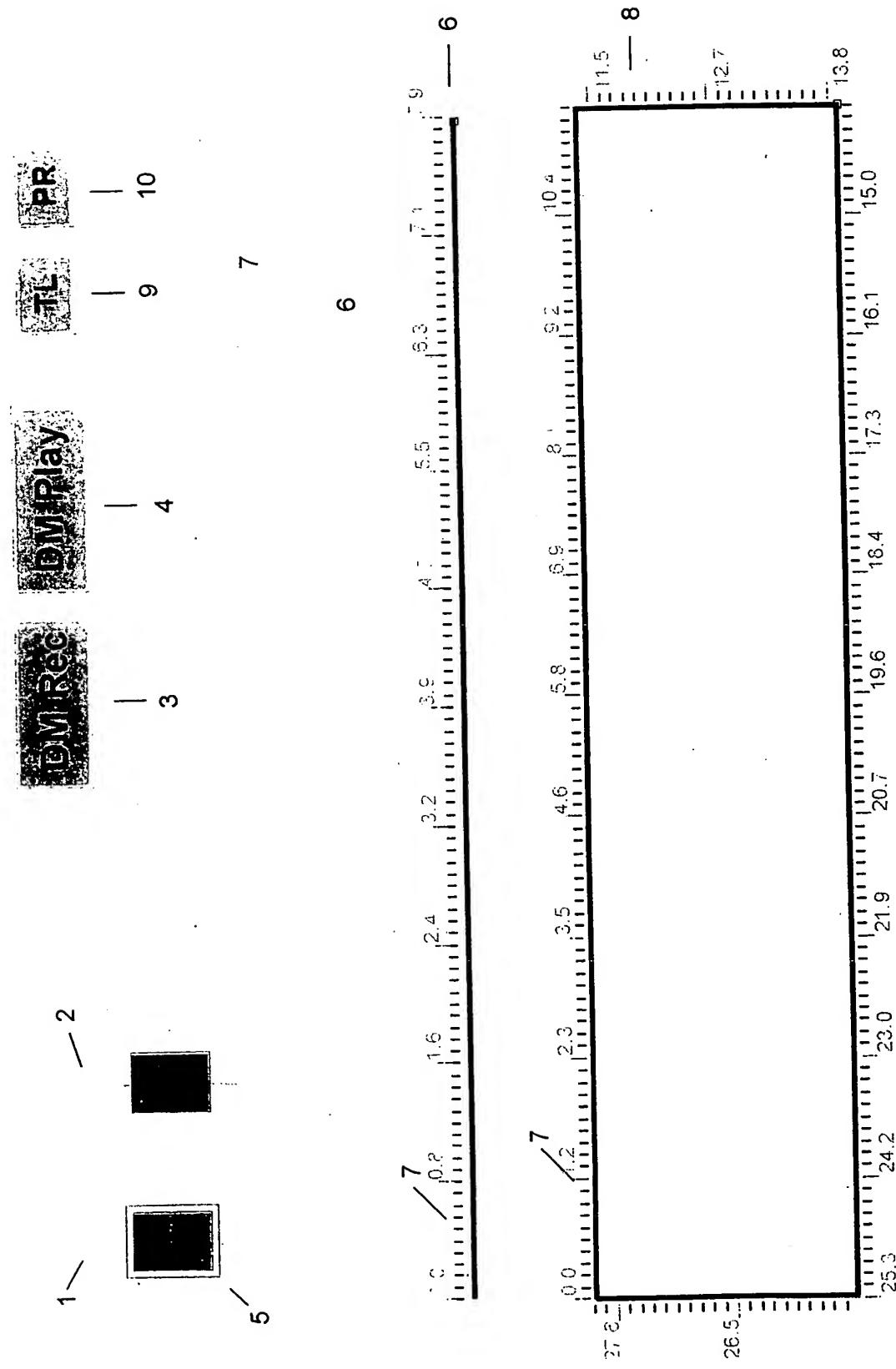


Figure 2



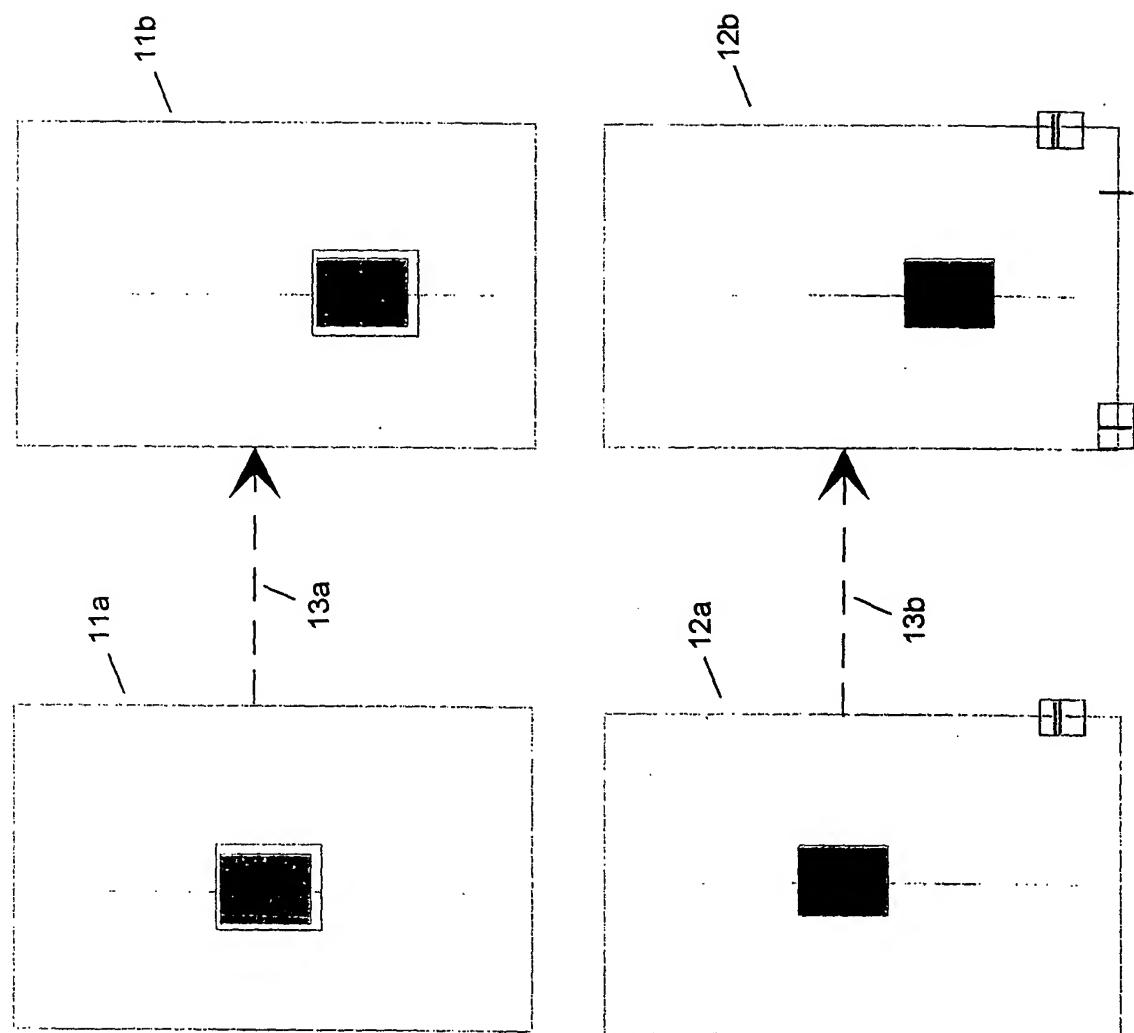


Figure 3

Figure 4

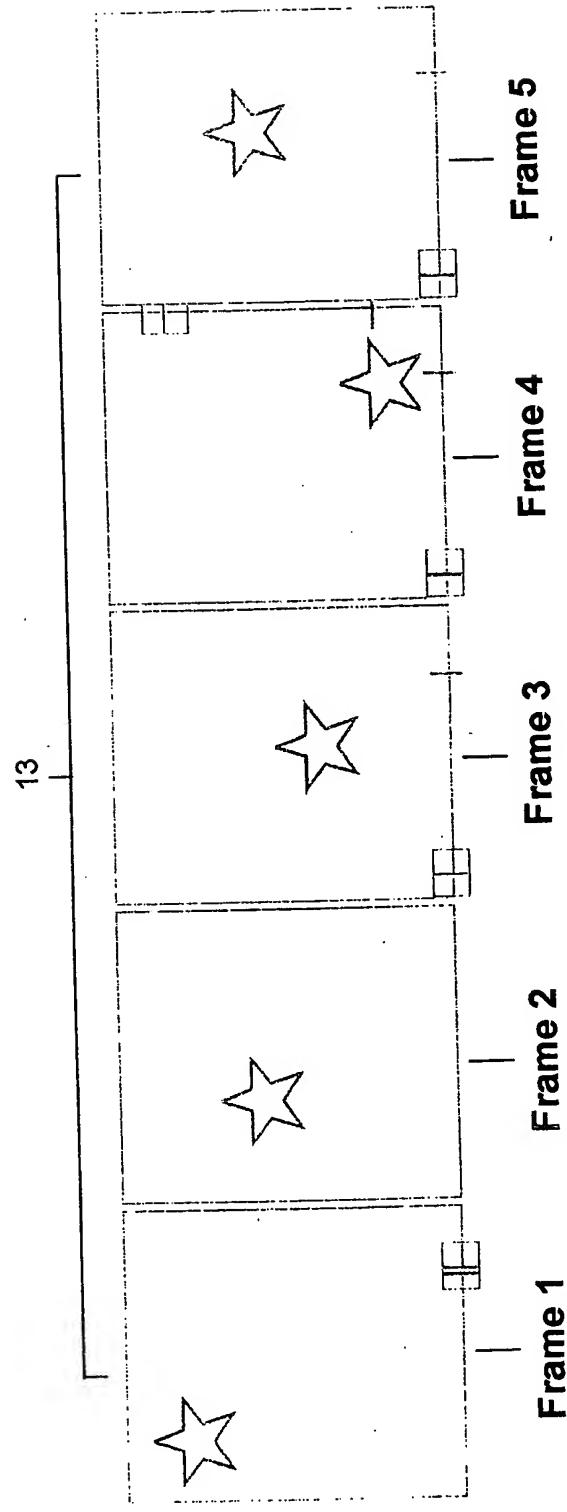


Figure 5

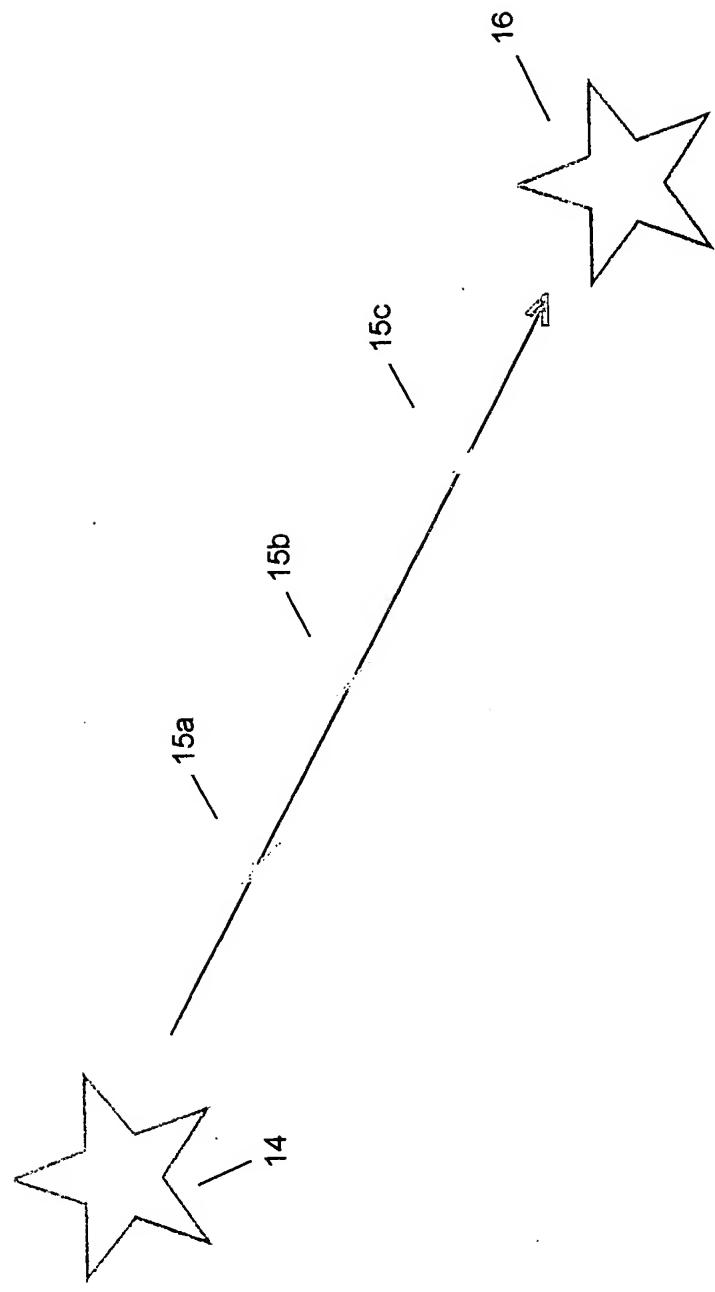


Figure 6

REC'D 10/10/88
FILE 370-122307

Multiple record passes can be made during a single replay cycle

During the first replay cycle in which a control is recorded, it is automatically punched in and out when recording starts and stops.

Note that replay does not have to start at the beginning of the session. Replay may be started at any point up to the end of the session.

Note that the duration of the current session is extended by recording past the replay end time. On the next replay cycle, replay will end at this new time (if the user does not record past it again).

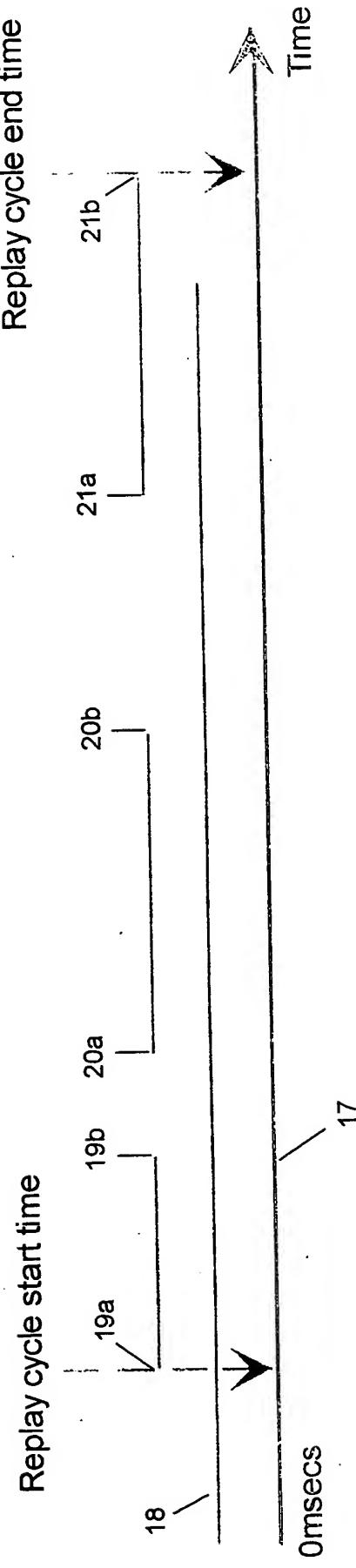


Figure 7

Down click has occurred

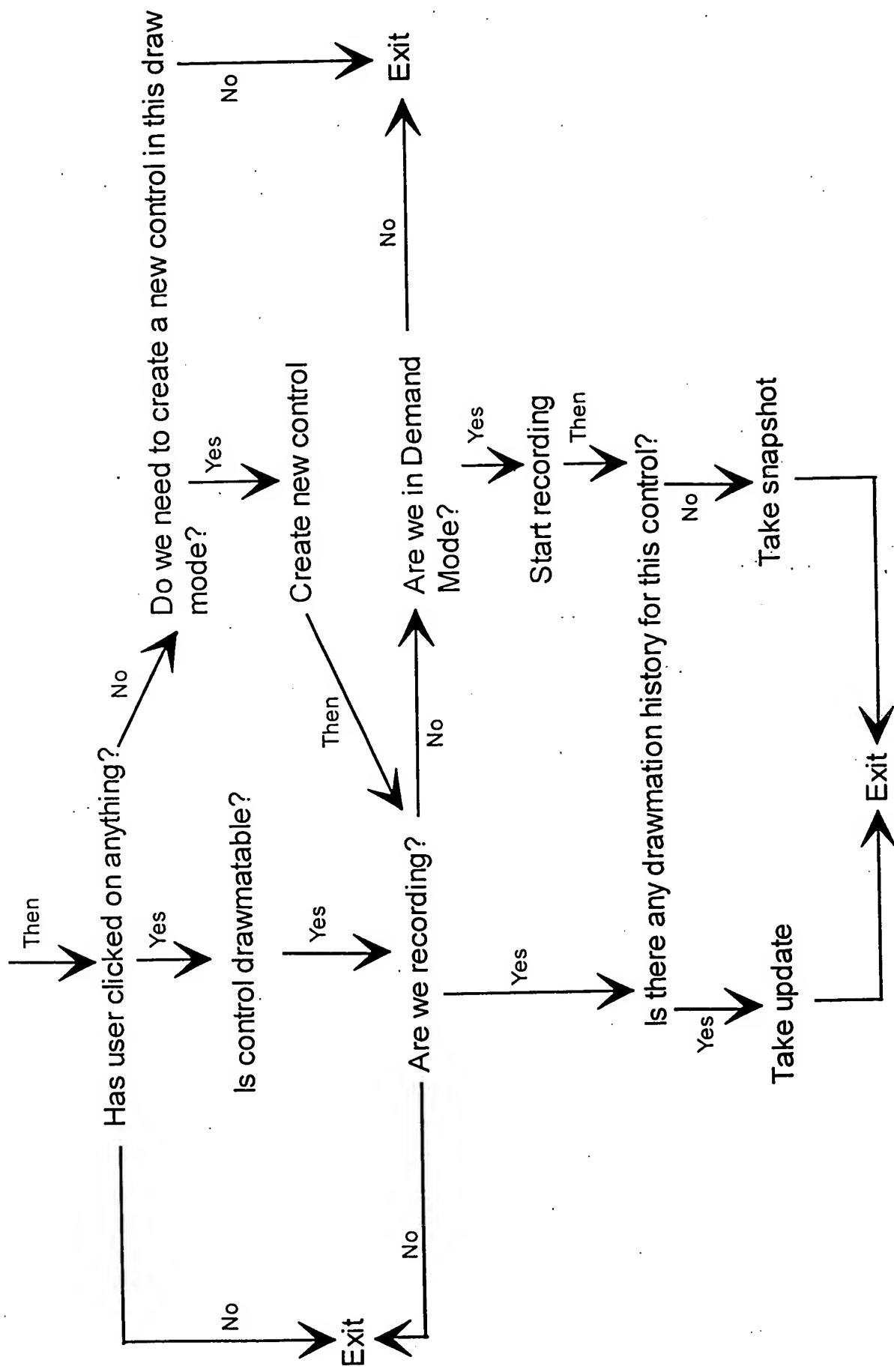


Figure 8

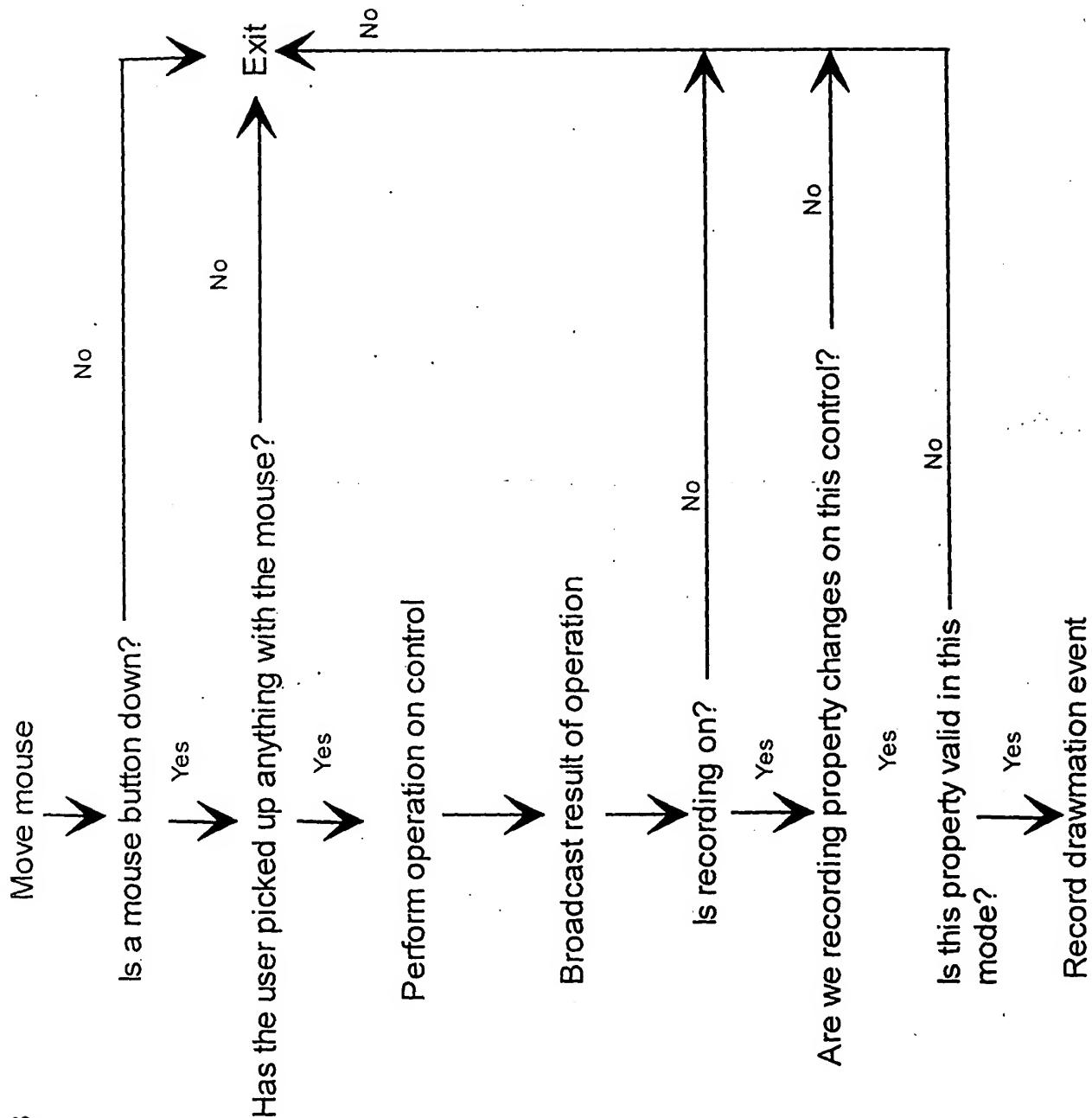


Figure 9

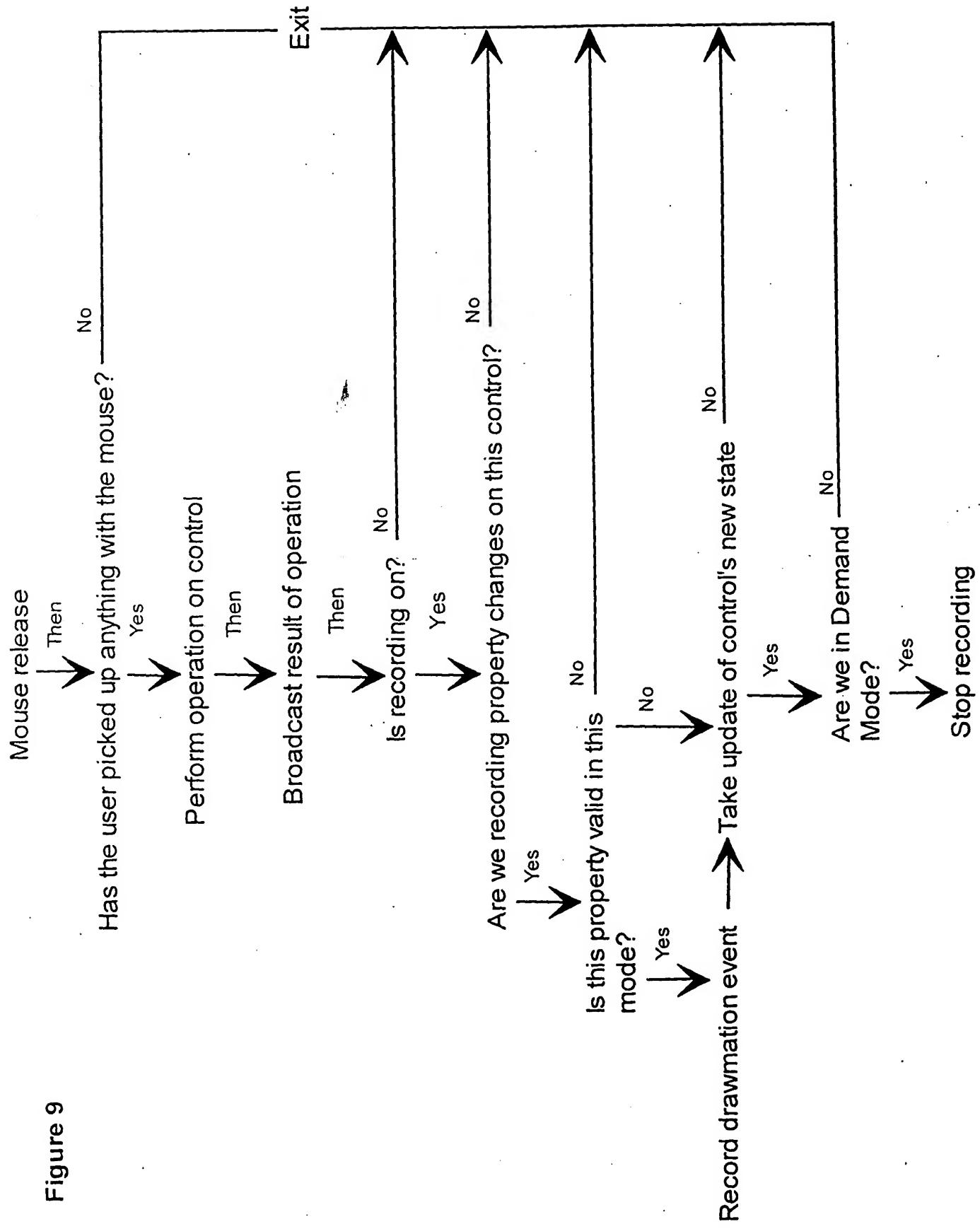
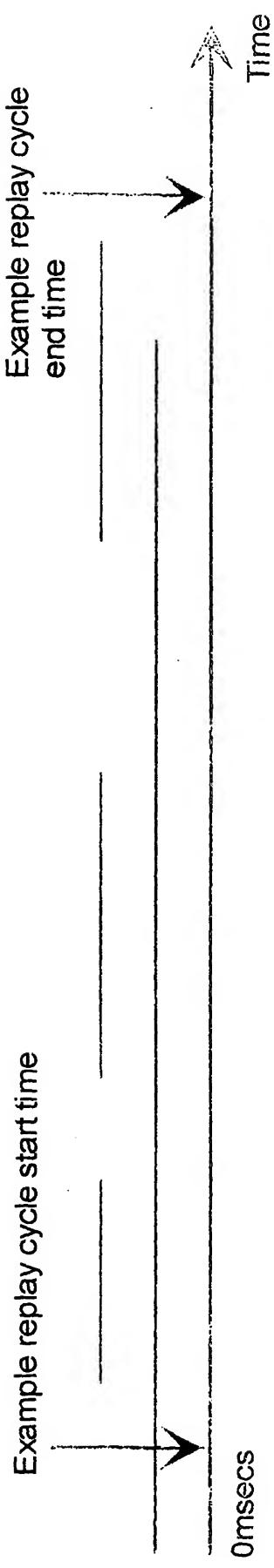


Figure 10

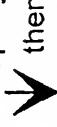
Multiple record passes can be made during a single replay cycle.
During the first replay cycle in which a control is recorded, it is automatically punched in and out when recording starts and stops.

Note that replay does not have to start at the beginning of the session. Replay may be started at any point up to the end of the session.

Note that the duration of the current session is extended by recording past the replay end time. On the next replay cycle, replay will end at this new time (if the user does not record past it again).



Start Replay



Disable screen updates



Hide all controls in current session



Is replay starting zero milliseconds into the session?

Yes



Is the current replay time the same as the start time?

Yes



Set current time to zero

Do we have a

control cache?

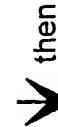


Update controls in gui from

cache

↓ then

Fast forward through session



Enable screen updates

↓ then

Replay Go



Tell gui we are ready to start

Figure 11

Figure 12

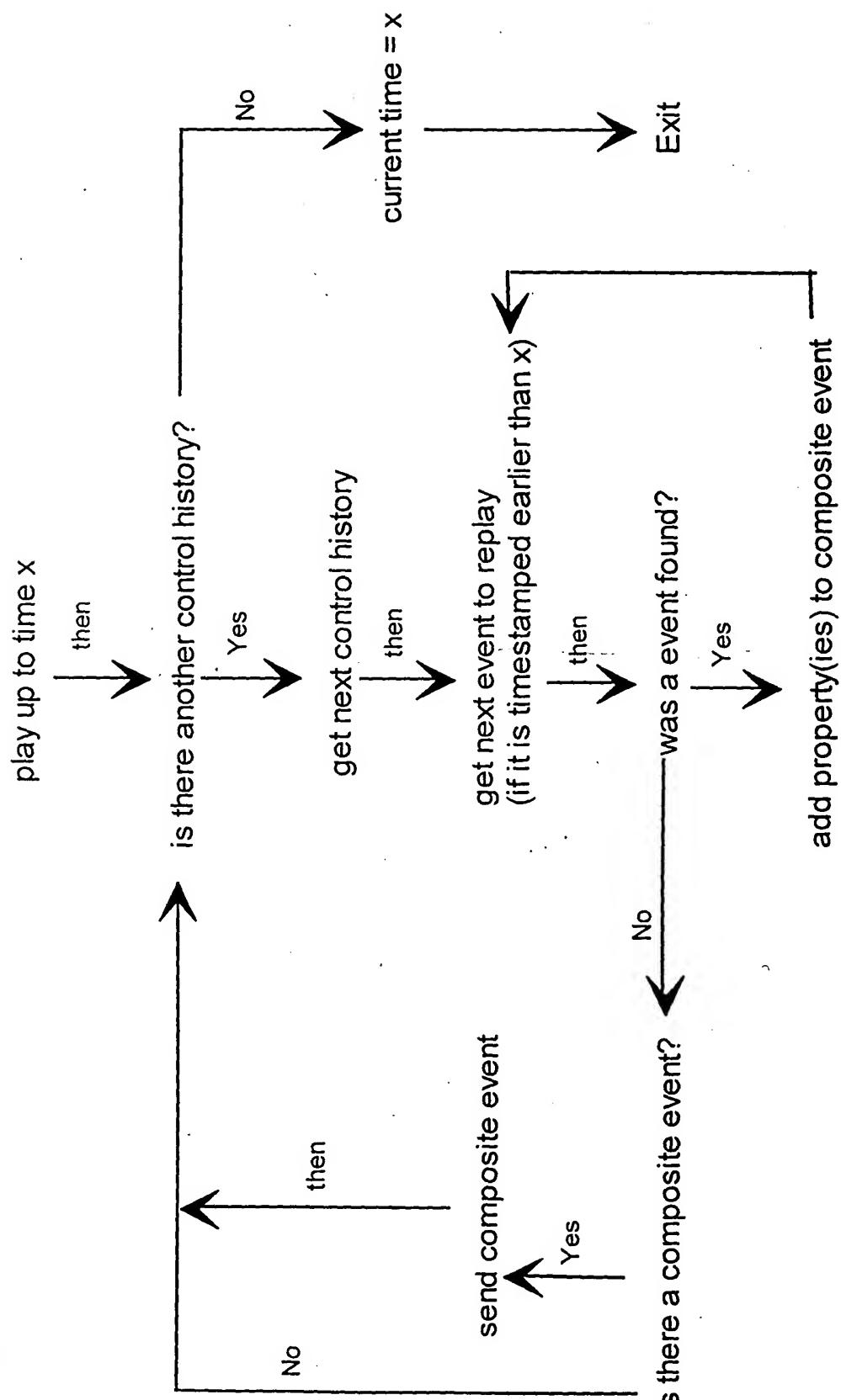


Figure 13

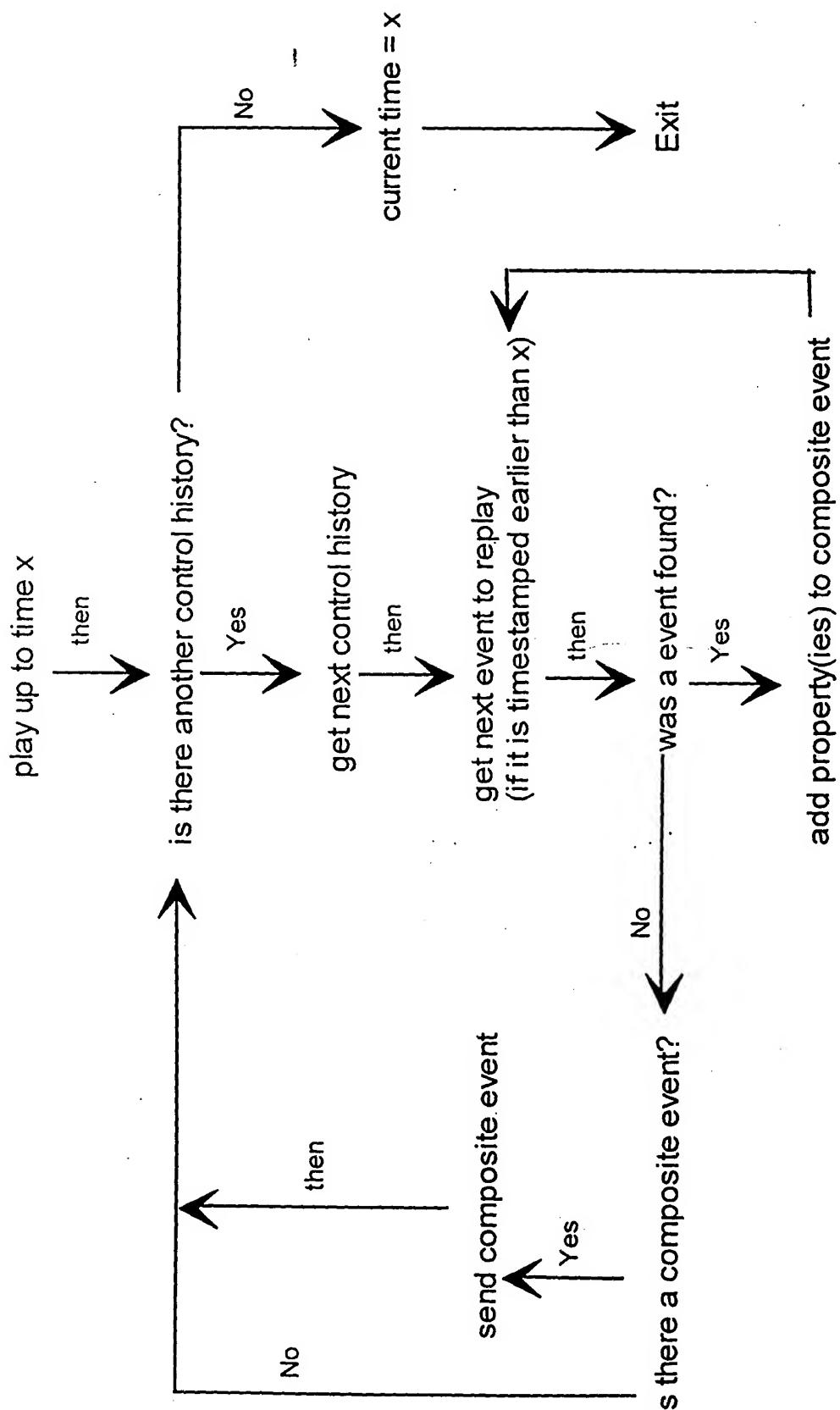


Figure 14

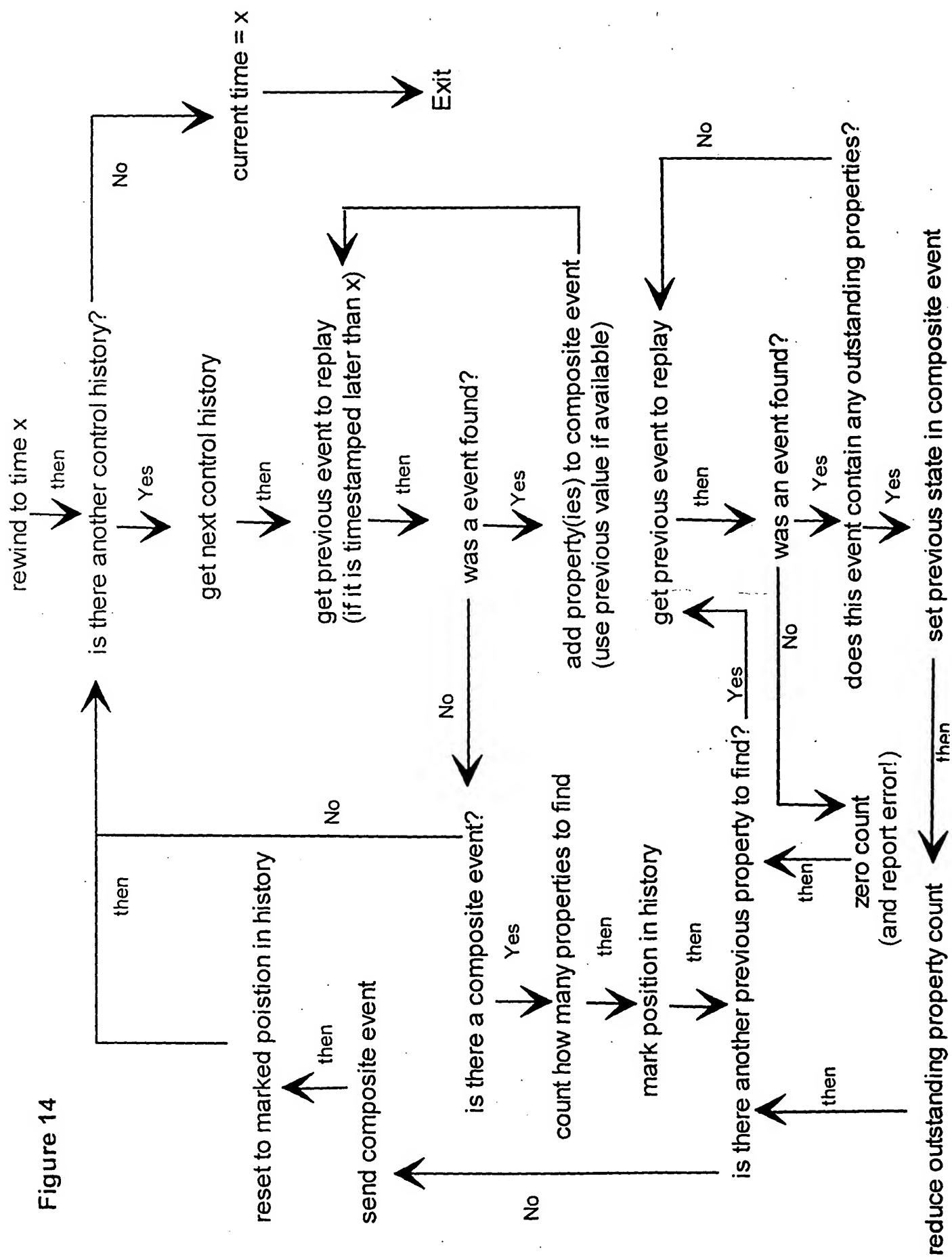


Figure 15

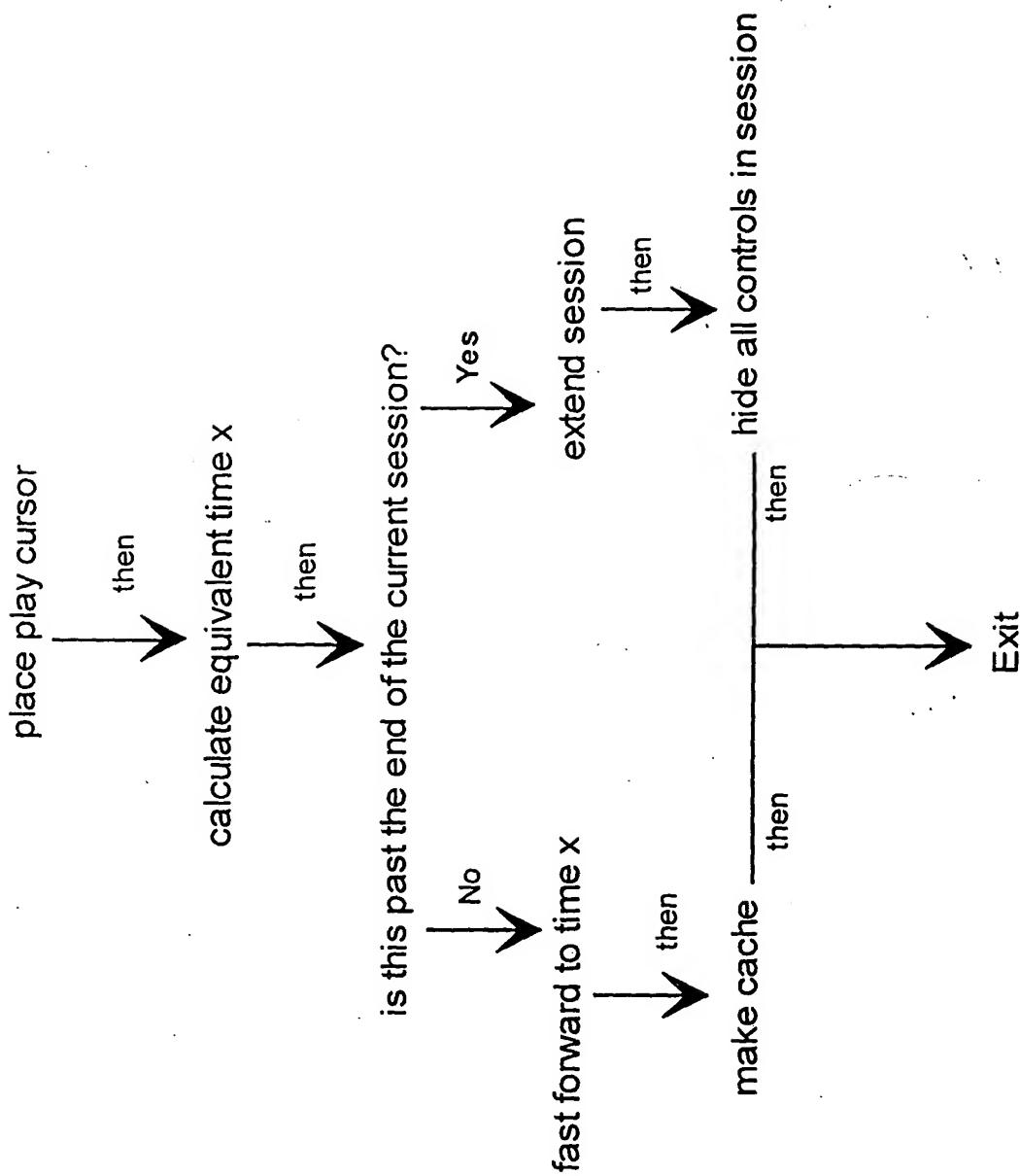


Figure 16

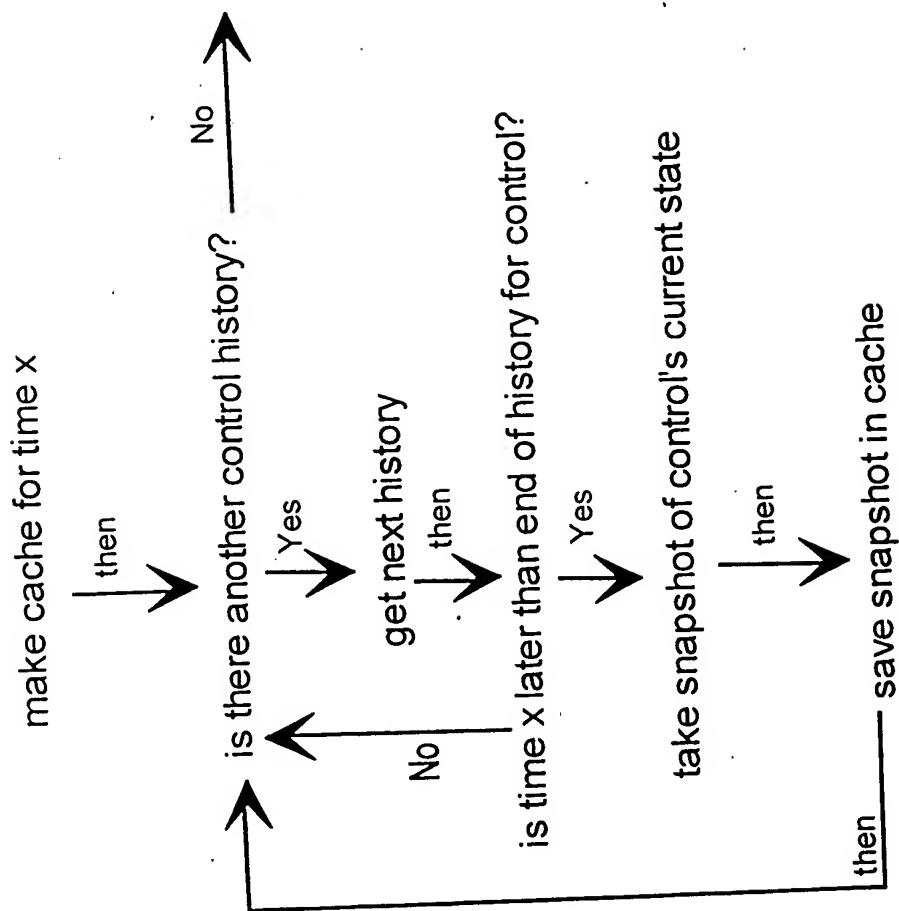


Figure 17

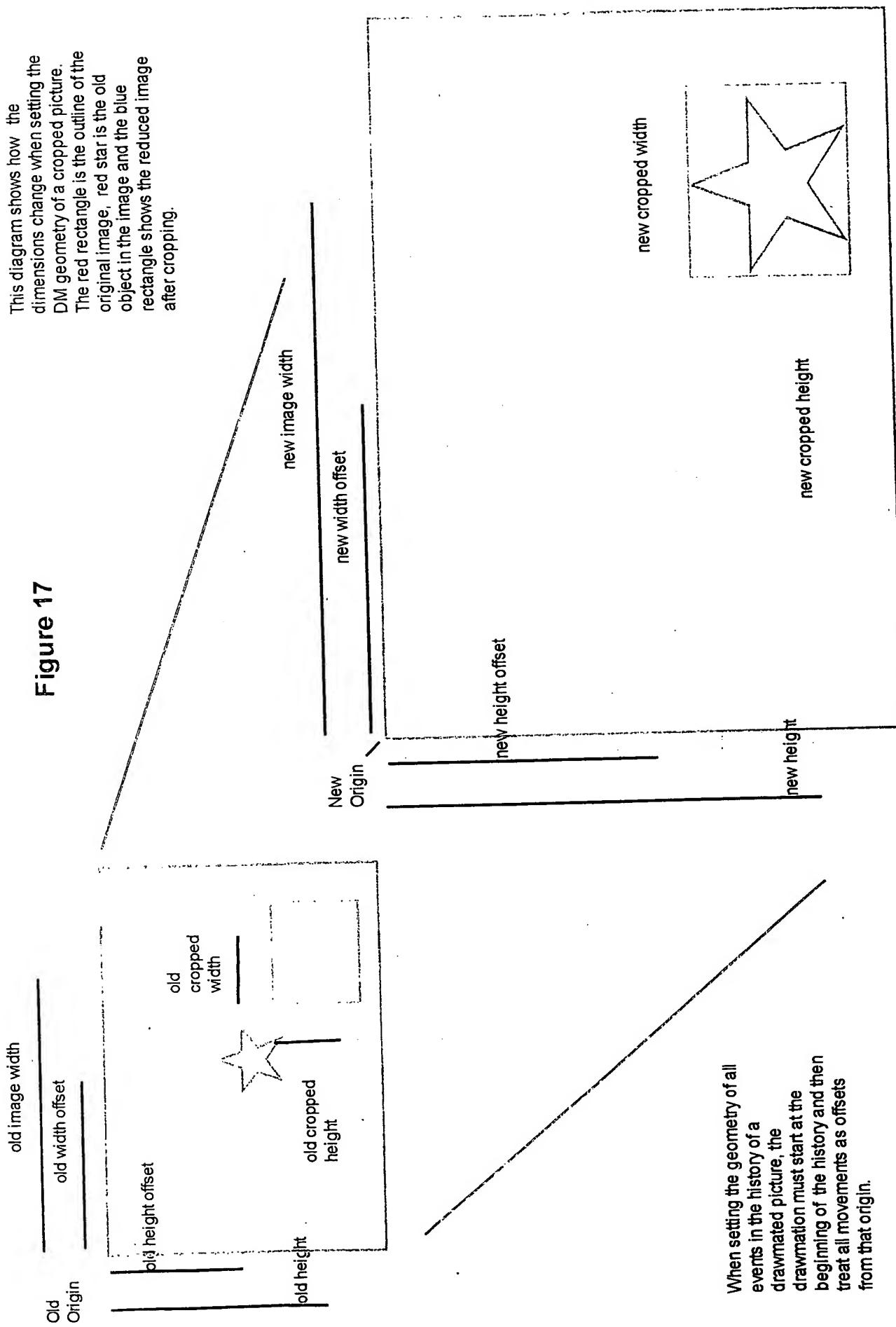


Figure 18a

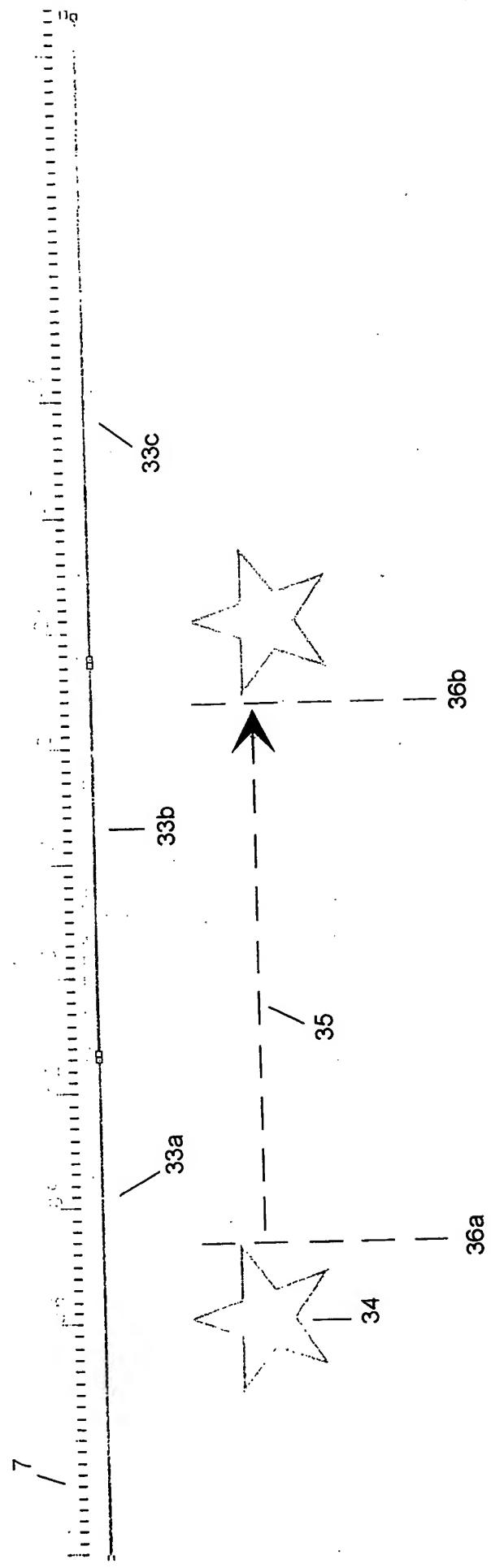


Figure 18b

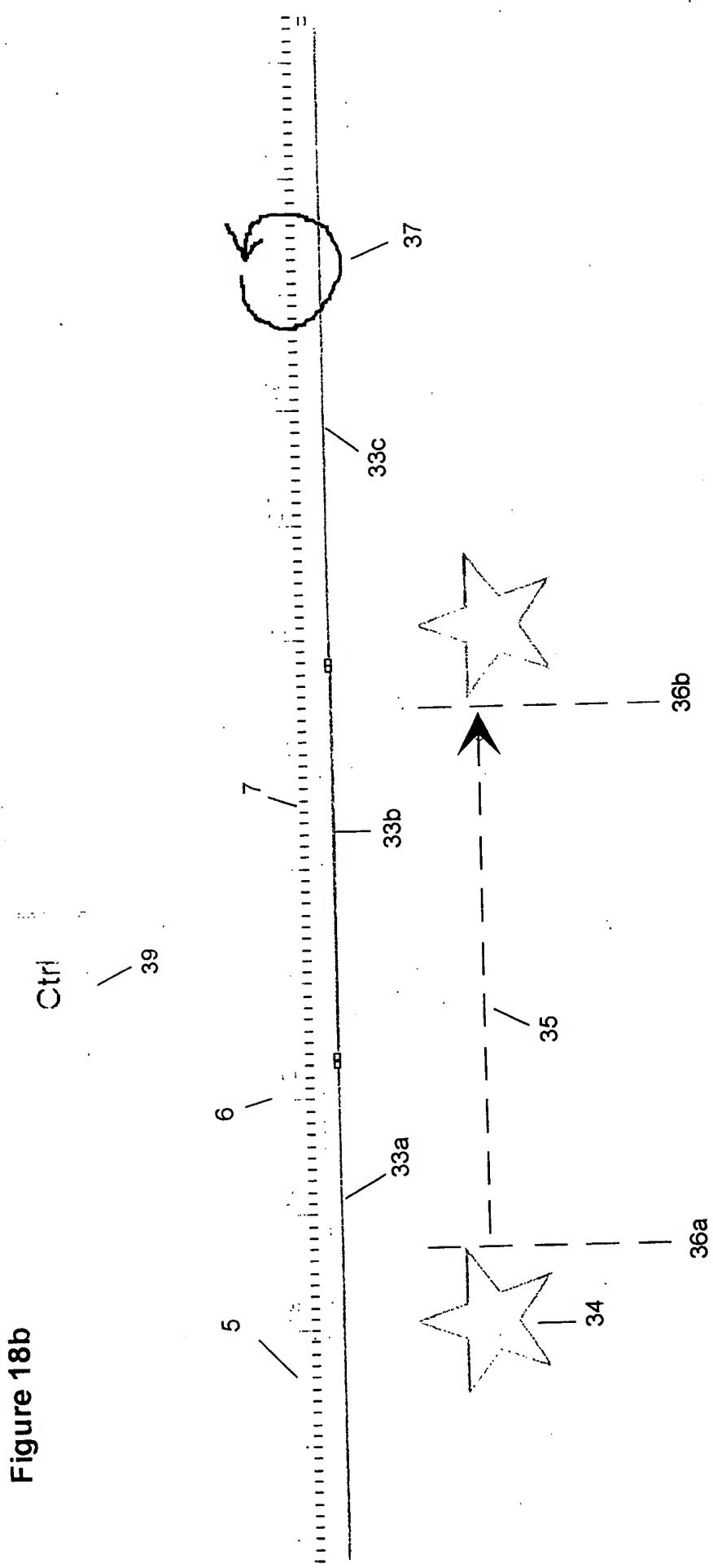
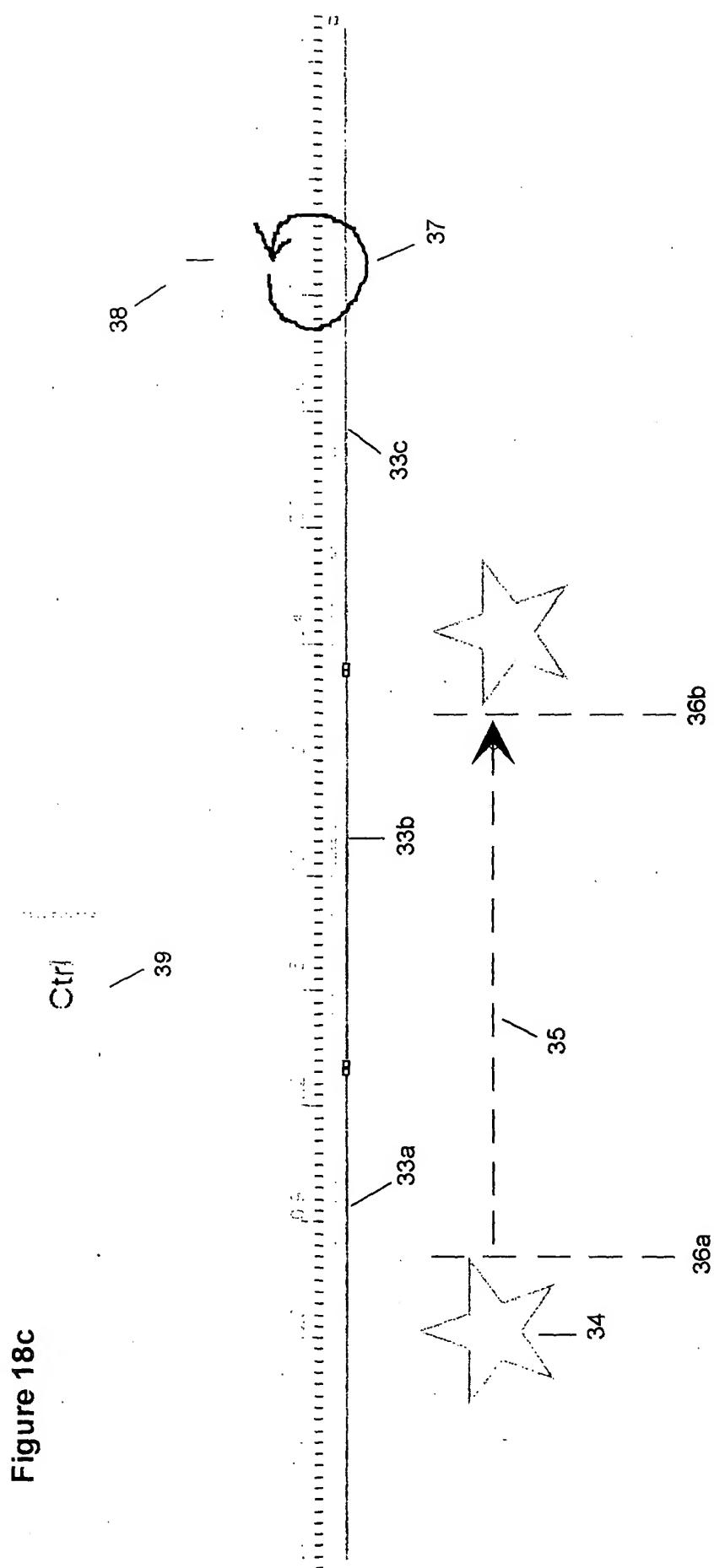


Figure 18c



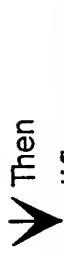
User opens picture file browser



User navigates to required directory



User selects picture with blue arrow drawn onto blackspace



User draws modifier arrow



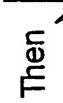
User types film (and optionally frame rate)



Is there a dramation currently loaded for editing



Get current replay time



Create drawmation session



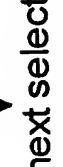
Set start time to zero



Create picture control using first selected picture file



Record picture in drawmation



Construct update event with filename and geometry



Calculate geometry of picture control as part of film



Request new drawmation transaction for picture control (creates new playbar)

Figure 19

Figure 20

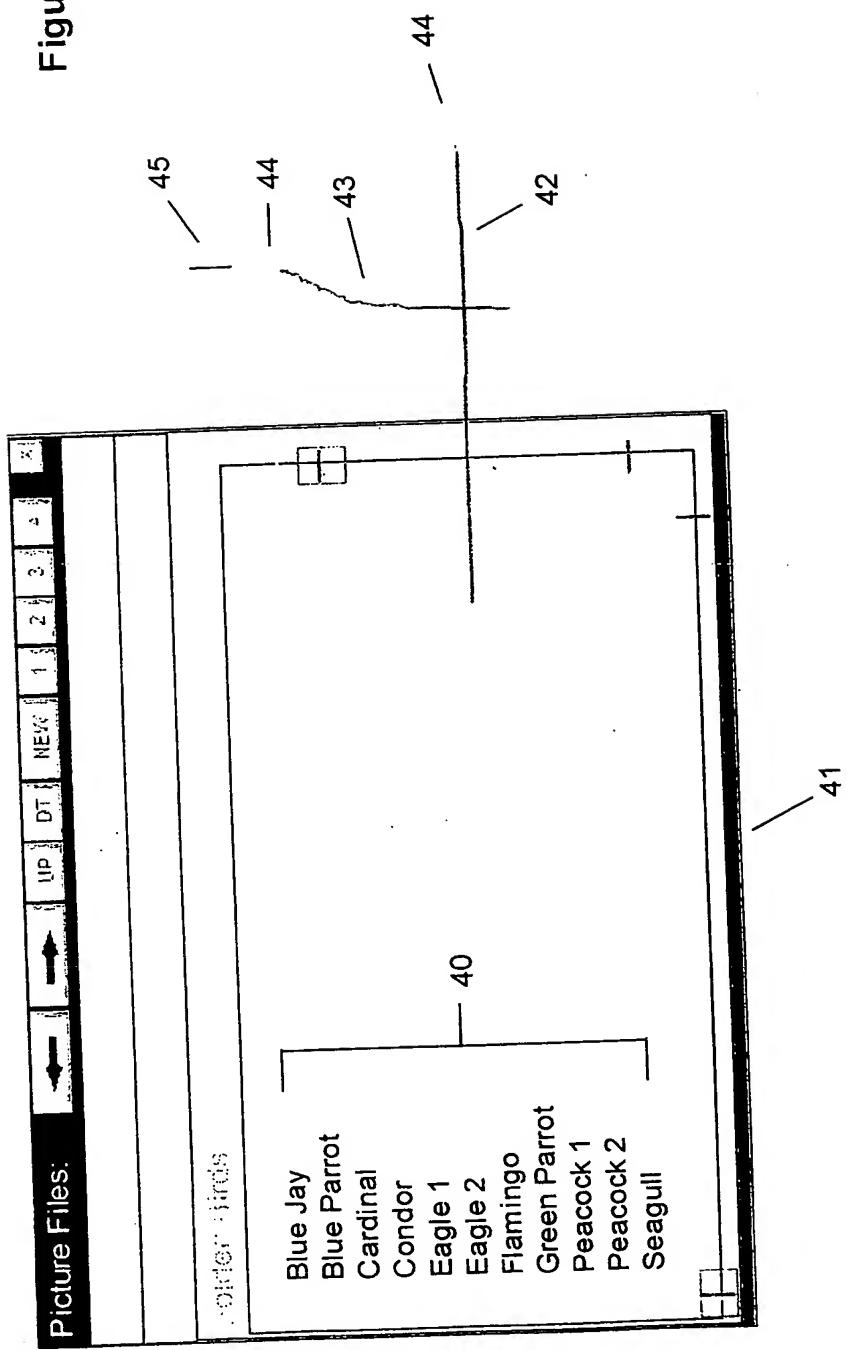


Figure 21

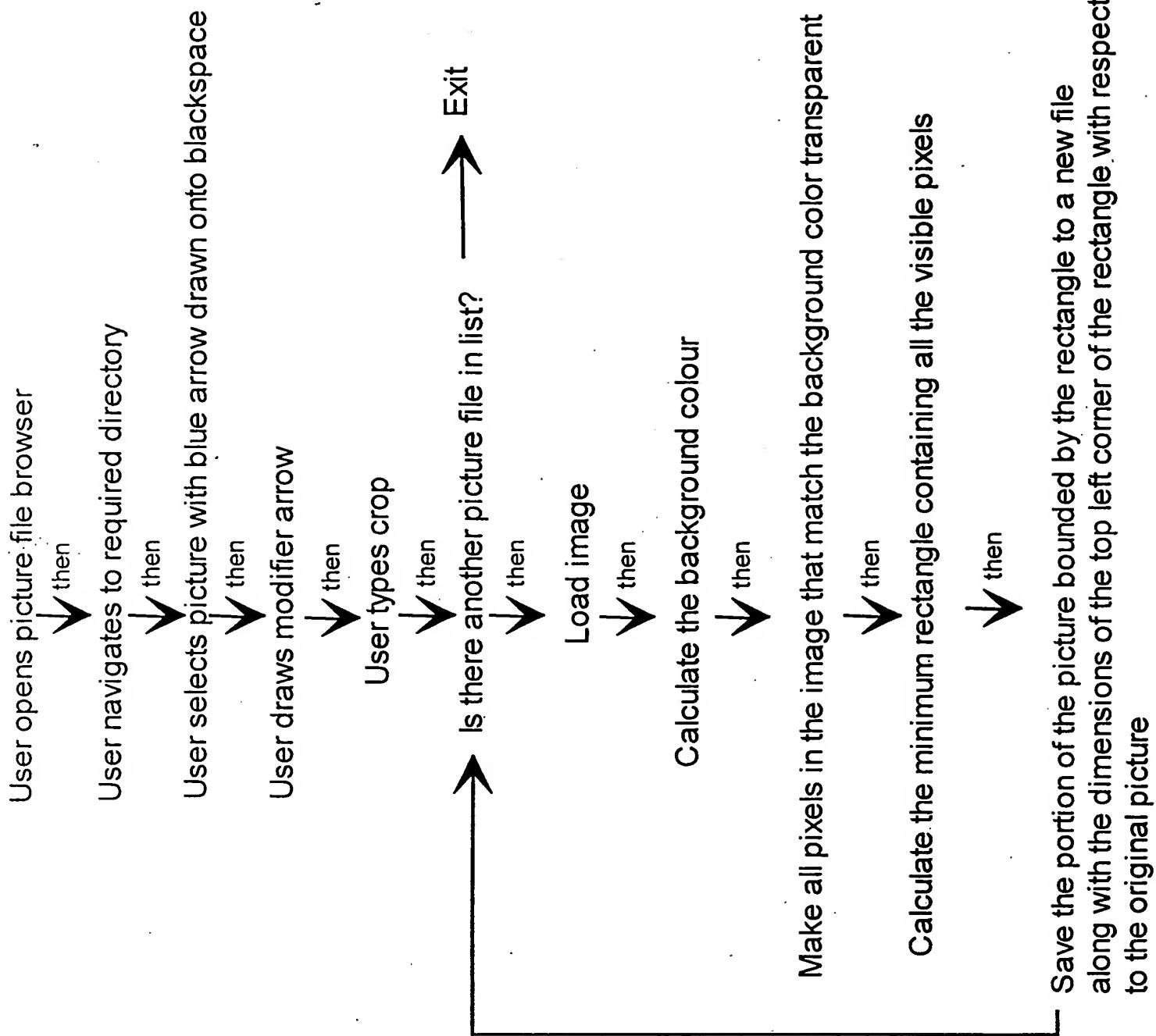


Figure 22

